

WRIST-MOUNTED CARD GAME DEVICE

BACKGROUND OF THE INVENTION

1. Field of the Invention

[0001] The present invention relates generally to a card game device, and in particular to a card game device mountable to the wrist of a player for receiving and displaying cards for playing purposes.

2. The Related Art

[0002] Card games are prevailing among young children. One of the card games comprises a number of cards on each of which an associated "monster" and "level of power" of the monster are printed. By selectively and alternatively showing cards among different players and comparing the levels of power of the shown cards, "win" and "lose" of the game is determined. The process of showing and comparing cards may be lengthy and sophisticated, to properly record the "point" of each "match" of comparison in order to determine the final points, conventionally, manual scripts on separate sheets of paper is required. This, however, may incur inconvenience and incorrectness in determining the final result due to human error. Further, to show and compare the cards among players, a table is needed for the placement of the cards thereon. This, to some extents, induces unnecessary problems.

[0003] It is thus desired to have a card game device to overcome the above problems.

SUMMARY OF THE INVENTION

[0004] An object of the present invention is to provide a card game device that requires no additional "fixture" or platform for placement of cards thereon thereby simplifying the progress of the card game.

[0005] Another object of the present invention is to provide a card game device comprising a point counting device for counting and recording the points won by a particular player of the card game.

[0006] A further object of the present invention is to provide a new game device, which may create commercial opportunity in the game industry and enhance the entertainment of the card game.

[0007] Yet a further object of the present invention is to provide a card game device defining a card storage space therein for receiving and storage of cards for the game.

[0008] To achieve the above objects, in accordance with the present invention, there is provided a wrist-mounted card game device comprising a mount and a platform assembly releasably attached to the mount. The mount has a side wall in which primary and secondary card slots for receiving cards therein are defined. A point counter is movably mounted to a top side of the mount. Securing members are fixed to an underside of the mount for attaching the card game device to a player's wrist. The platform assembly comprises a primary platform and a secondary platform movably received in the primary platform whereby the secondary platform is extendable out of the primary platform. Both the primary and secondary platform defines a number of recesses for each selectively receiving and temporarily retaining cards therein for playing a card game.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] The present invention will be apparent to those skilled in the art by reading the following description of a preferred embodiment thereof, with reference to the attached drawings, in which:

[0010] Figure 1 is a perspective view of a wrist-mounted card game device constructed in accordance with the present invention;

[0011] Figure 2 is a perspective view of the card game device of the present invention with a platform assembly separated from a mount assembly of the card game device;

[0012] Figure 3 is an exploded view of the card game device of the present invention;

[0013] Figure 4 is a perspective view of the card game device of the present invention illustrating the operation of the card game device;

[0014] Figure 5 is a perspective view of the card game device in an operation status;

[0015] Figure 6 is a perspective view of the card game device mounted to a wrist of a player.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

[0016] With reference to the drawings and, in particular to Figures 1-3, a wrist-mounted card game device constructed in accordance with the present invention, generally designated with reference numeral 1, comprises a mount assembly 11 that is releasably mounted to a wrist of a player (see phantom lines of Figure 6) and a platform assembly 12 mounted to the mount assembly 11 thereby supported by the wrist to allow easy access by the player.

[0017] The mount assembly 11 comprises securing means 116 mounted to an underside of the mount assembly 11. An example of the securing means 116 comprises two straps (not labeled) mounted to the underside of the mount assembly 11 and having free ends on which loop and hook fasteners (not labeled) are mounted. Thus, by overlapping and attaching the looped end and the hooked end of the straps together, the mount assembly 11 is releasably mounted to the wrist of the player. Apparently, other releasable securing means may also be employed for mounting the mount assembly 11 and thus the card game device 1 to the player's wrist.

[0018] The mount assembly 11 comprises a case 111 comprised of an upper case member 1111 and a lower case member 1112 mounted together to define a card retention space 112 therebetween in which cards 2 (Figure 6) is received and retained. The case 111 has a circumferential side wall (not labeled) in which a primary card slot 113 for receiving and retaining cards 2, preferably in the form of a deck, to be used in the game and a secondary card slot 114 in communication with the card retention space 112 for depositing used and disposed cards into the card retention space 112 are defined. During the process of the game, the player may retrieve cards in a one by one manner from the deck of cards received in the primary card slot 113 for "fighting" with the cards of an opponent and deposit used or disposed cards into the card retention space 112 of the mount assembly 11 through the secondary card slot 114. The mount assembly 11 may also function as a storage for the game cards when the game is not being played.

[0019] The case 11 forms an opening (not labeled) for receipt and removal of the cards 2 into/out of the card retention space 112 of the mount assembly 11. A cover member 117 is rotatably mounted to the case 111 for selectively exposing and closing the opening as shown in phantom lines in Figure 4. A point counter is formed on the cover member 117 for counting and recording the points that the player wins during the process of the game. To simplify the structure, the cover member 117 may simply be replaced by a plate-like point counter whereby the point counter also functions to selectively close the opening of the case 111.

[0020] The platform assembly 12 comprises a primary platform 121 and a secondary platform 122. The primary platform 121 comprises an upper plate member 1211 and a lower plate member 1212 mounted together and defining a slot (not labeled) therebetween for movably receiving the secondary platform 122 therein. Thus, the secondary plate member 122 is movable between a stowed position where the secondary platform 122 is completely received in the slot between the upper and lower plate members 1211 and 1212 of the primary platform 121 and an operation position where the secondary platform 122 is extended out of the primary platform 121 as illustrated by phantom lines of Figure 4.

[0021] The platform assembly 12 comprises a rib 1213 extending along an edge of the primary platform 121. The mount assembly 11 forms a slot 115 for slidably receiving and engaging the rib 1213 of the platform assembly 12 to attach the platform assembly 12 to the mount assembly 11. The slidable engagement between the rib 1213 of the platform assembly 12 and the slot 115 of the mount assembly 11 allows for detachment of the platform assembly 12 from the mount assembly 11 for storage purposes.

[0022] Each of the primary platform 121 and the secondary platform 122 defines a number of card recesses 123 arranged in a line for each receiving and temporarily retaining one of the cards 2 therein. The recesses 123 selectively receive and temporarily retain selected cards for the purposes of comparison and "fighting" with the cards of the opponent during the process of the game.

[0023] A carrier board 1131 is movably received in the primary card slot 113 on which cards to be retrieved are positioned. The carrier board 1131 is biased by a resilient member 1132, such as spring, to move the cards 2 positioned on the carrier board 1131 to a location suitable for being picked up by the player. If desired, a stack of cards 2 that is going to be used in the process of the game can be positioned on and carried by the carrier board 1131. The spring 1132 helps moving the stack of cards upward for being picked up by the player.

[0024] Cards 2 that are used or disposed during the process of the game are deposited back into the mount assembly 11 through the secondary card slot 114.

[0025] During the process of the game, cards 2 are repeatedly retrieved through the primary card slot 113 and positioned in the card recesses 123. Cards 2 positioned in the card recesses 123 are gradually disposed during the process of the game if the monster associated with the card 2 is "killed" or "destroyed". The card 2 is thus disposed. The disposed card 2 is deposited back into the mount assembly 11 through the secondary card slot 114. Cards 2 are then moved from the primary card slot 113 to the empty recesses 123 for replenishment.

[0026] A status selection switch 124 is mounted to the primary platform 121 associated with each card recess 1231. As shown in Figure 4, the switch 124 is movable between an "attack" position and a "defense" position based on which the monster associated with the card 2 in the corresponding card recess 123 is in "attack" or "defense" status.

[0027] Although the present invention has been described with reference to the preferred embodiment thereof, it is apparent to those skilled in the art that a variety of modifications and changes may be made without departing from the scope of the present invention which is intended to be defined by the appended claims.